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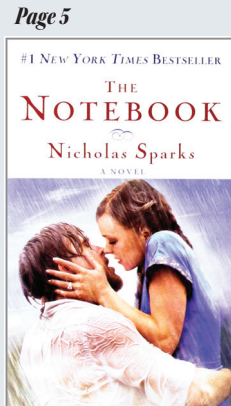
A&E



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TODAY'S WEATHER

High 66°
Low 50°

Fortune favors those who danced for rain

Spartan Daily

SAN JOSÉ STATE UNIVERSITY

SINCE 1934

CAMPUS IMAGE

Cool jams for a cool afternoon



Samson So | Spartan Daily

The dulcet tones of Ed Sheeran waft on the cool November air from the guitar of Andy Van, a sophomore business marketing major, as students pass through the entrance to Martin Luther King, Jr. Library Tuesday afternoon.

E. coli plagues water supply

Contamination source has yet to be determined

BY VINCENT VICINI
@thebigvinnie

Last month, residents in a north-eastern San Jose neighborhood were issued a Boil Water Notice after E. coli was detected in their water supply.

On Oct. 17, the San Jose Water Company issued the notice to approximately 300 homes in the northeast corner of its service area after routine water sampling confirmed the presence of E. coli in the water supply on Sydney Court and Sydney Drive, according to John Tang, vice president of corporate communications for the water company.

Out of caution, the notice was extended to surrounding streets in the neighborhood and to Milpitas Christian School.

"At this point, it's not clear how the bacteria got into the water supply," Tang wrote in an email. "We are thoroughly reviewing the incident to prevent future occurrences."

The water company worked closely with the Division of Drinking Water, the state regulator of public drinking water systems, to remove the bacteria from the water supply by flushing the water mains in the neighborhood multiple times until samples showed the water met safe drinking water standards.

The Division of Drinking Water lifted the Boil Water Notice Oct. 26.

"What we were dealing with was apparently the aftermath of a water main replacement project," said Stefan Cajina, regional engineer with the Division of Drinking Water.

According to Cajina, water main replacement is routine work that keeps the infrastructure functioning properly.

Before putting it back into service, protocol holds that the main must be flushed multiple times, first with a strong solution of chlorine to disinfect it, which is also flushed out before the water main resumes full service.

Water samples are also regularly collected to test for any bacteriological contamination.

While most samples show no sign of contamination, in this particular case, several samples tested positive for E. coli.

No absolute cause for the contamination has been determined.

While drawing a definitive conclusion about the source of the problem is a challenge, according to Cajina it was likely caused by contaminated material that entered the main at some point or was stuck on a piece of the replacement sections.

"Since this was a water main replacement project, our best guess would be that some kind of foreign material just didn't get cleaned out of the main before it was put back into service, and any dirt or soil could easily have that kind of bacteria in it," Cajina said.

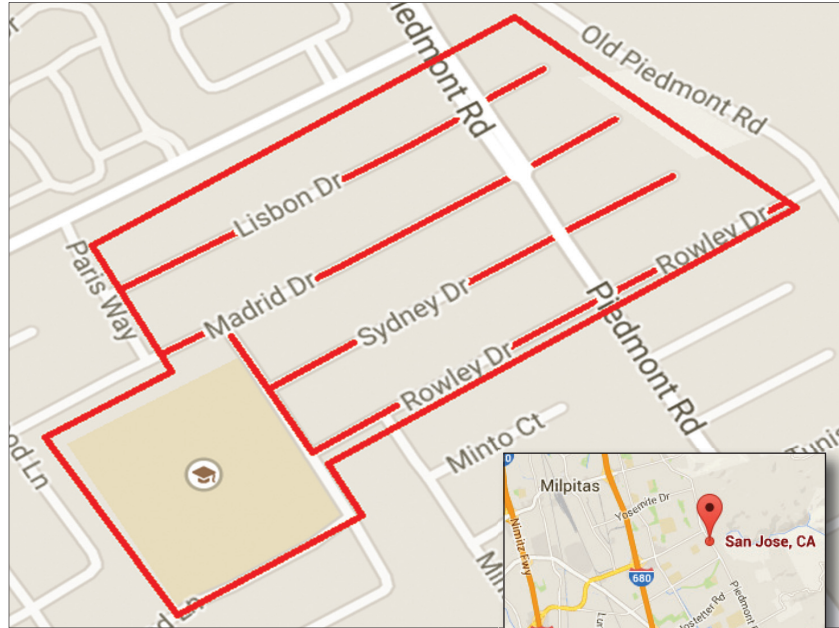
In most cases, the flushing and disinfecting procedures are enough to prevent this type of contamination, although occasional anomalies do happen.

Cajina said statistics on the frequency of contamination are not documented, but in his experience, water systems conduct these procedures regularly without incident and contamination in the water main is a rare occurrence.

"Even without doing any kind of work on the system, (San Jose Water Company) routinely collects samples

SEE E. COLI ON PAGE 2

MAP OF AREA AFFECTED BY E. COLI



Infographic by VINCENT VICINI
Map courtesy of Google Maps

OPINION

Donations do not forgive racist comments at SJSU

BY LAUREN HERNANDEZ
@LaurenPorFavor



San Jose State, a university that prides itself on its diversity, has added yet another racially charged incident to its ever growing list of offensive behavior occurring on campus.

Former Tower Foundation board member Wanda Ginner allegedly made remarks regarding Latinas ability to succeed during a February meeting in the presence of presidential cabinet member Rebecca Dukes, vice president for University Advancement.

"I donate to this university because these little Latinas don't

have the DNA to be successful," Ginner allegedly said during the meeting.

President Mohammad Qayoumi sent two emails within hours of each other on Friday for updates on the issue.

The first stated Ginner's resignation from the board and the second stated Dukes' resignation and listed her "achievements" to the campus community including the university's first comprehensive fundraising campaign.

Dukes received backlash from the campus community during protests because she failed to intervene when Ginner made the racist comment, according to the San Jose Mercury News.

SEE RACIST ON PAGE 5

Van Hooff brought culture of France, love for students to campus

Palmes Academique member remembered for guidance, sense of humor

BY SAMSON SO
@SamsonSo426

San Jose State lost one of its most heartfelt and dedicated people on campus, Dominique van Hooff.

Van Hooff died Oct. 30 after a long battle with cancer. She was 65.

A ceremony was held at the Spartan Memorial Chapel on campus for van Hooff last Friday where several of her family, friends, colleagues and former students gathered to pay their respects.

Van Hooff, a professor of French literature and the department chair of world languages and literature at SJSU from 2003 to 2012, touched the lives of countless faculty and students on campus.

Current department chair of world languages and literature, Damian Bacich, said he fondly remembered van Hooff's ability to help everyone around her.

"As a mentor she helped me and gave me a lot of advice on how to be a good educator," Bacich said, adding she always handled things with skill and had great attention to detail.

Van Hooff was involved with SJSU's Academic Senate, as part of the review committee for the vice provost in 2010.

Born in Besançon, France, she served as a member of the "Palmes Academique" of France, an order whose members are known for major contributions to French national education and culture.

Van Hooff also served as the president of the American Association of Teachers of French.

Patricia Nakashima, a retired French teacher for the Unified San Jose School District, knew van Hooff from their years serving together for the American Association of Teachers of French executive council. She described her as "a very kind lady who was very down to earth."

Van Hooff went often to evaluate Nakashima's students at San Jose High School and, even during stressful oral exam periods, van Hooff always put her students at ease.

"She always made you feel comfortable and I always appreciated her sense of humor," Nakashima said.

Tammy Woolbright, a former master's student of van Hooff's, reminisced of some of the small things that made van Hooff dear to her.

SEE VAN HOOFF ON PAGE 2

E. coli: San Jose neighborhood water supply contaminated, affects many communities

FROM PAGE 1

every week and has them analyzed for bacteria," he said, noting larger water systems like the one in San Jose collect dozens of samples every week. "The results of those samples are one of our main indications that the water system is intact and not contaminated, but usually you only hear about it when something goes wrong."

According to Tang, the San Jose Water Company took action to ensure its customers' inconvenience was minimized by providing bottled water to affected residences and established a water distribution center at the nearby fire station.

During the Boil Water Notice period, at least three people reportedly fell ill, suffering from nausea, vomiting and diarrhea, symptoms commonly associated with E. coli.

A spokesperson from the Santa Clara County Department of Public Health could not be reached for comment, but according to the agency's site, most people recover from E. coli without antibiotics or other treatment within five to 10 days after exposure to the bacteria.

In children under five and the elderly, E. coli infections can cause hemolytic uremic syndrome, which destroys red blood cells and can cause the kidneys to fail, although according to the agency this complication only occurs in about 2 to 7 percent of all cases.

E. coli can also be contracted by consuming undercooked beef, unpasteurized apple juice and cider, raw milk and produce contaminated by animal feces.

Vincent Vicini is a Spartan Daily staff writer.

van Hooff: department chair leaves behind legacy of multiculturalism

FROM PAGE 1

"She had a really warm and caring personality and she just really cared about her students," Woolbright said. "She always addressed us as 'My dear students' rather than just students. I remember when she used to bring our class cookies."

Van Hooff was also described as a leader and a mother-like figure to her students.

Jean-Claude Gigot, a senior French teacher student, expressed his gratitude to his late teacher.

"Dominique could look at you and reveal who you were, then she'd put you to work to become that person," Gigot said. "When I first met her, I wanted to be a teacher, and after I had talked to her many times, I knew I wanted to be a teacher."

Gigot also said van Hooff would always challenge him to bring out the best in himself. He said she always wanted to convey a higher level of excellence in education.

Many attendees mentioned van Hooff's love for French culture, art and

music and how extraordinarily hard working, professional and resourceful she was an educator and a scholar.

"From my standpoint, her lasting contribution is her concern for others," Bacich said. "She was valued and loved by her students."

Van Hoof is survived by her husband Walter van Hooff, her two children, Frans and Cedric van Hooff, and her parents Georges and Elsa Petetin. She is also survived by her eight sisters and one brother.

Samson So is a Spartan Daily staff writer.

PhotoMath app solves printed math equations, not written

BY SAMUEL BRANNAN
@SamBrannan

PhotoMath, an app that solves math equations at the snap of a picture, has created a useful tool for math students for better or worse.

PhotoMath is made by Microblink, a company specializing in mobile apps capable of real-time text recognition, barcode and ID scanning. Microblink uses the same technology found in PhotoMath and other apps such as Blink OCR, Blink ID, Photopay and Blink Barcode.



Brandon Chew | Spartan Daily

With a steady hand, a student scans in a math problem. The PhotoMath app takes that data and displays the correct answer moments later.

At this stage, the app can solve basic arithmetic, fractions, decimals, powers, roots, linear equations and functions such as log, exp, sin and cos, according to the PhotoMath website.

Stephanie Vergara, a math lecturer at San Jose State University, said she thinks students can benefit from the app if used appropriately.

"I think the app is great for learning," Vergara said. "Cellphones obviously aren't allowed on exams, and exams are worth almost all of the grade, so people who use the app to think for them will fail."

PhotoMath can only recognize print and cannot read handwritten text. The app is not capable solving word problems, geometry or calculus equations.

"For the struggling students who need steps explained, because the steps haven't sunk in yet, this is so useful," Vergara said. "I haven't seen anyone using it yet, but if I were teaching this year, I'd tell students about it just like I tell them about Wolfram Alpha."

Wolfram Alpha is an app that offers more features such as a full graphing calculator that helps with more advanced math courses, but does not offer text-recognition technology.

Amit Dubey, a computer science graduate, downloaded PhotoMath to see what it was like, but he said he doesn't have use for it.

"It's really a big breakthrough in text recognition technology," Dubey said. "I think most people who have made it to college re-

ally don't need an app to solve simple equations."

Ashley Anderson, a sophomore communications major, said the app comes in handy with her general education math course.

"I try not to let it take away from learning, but it's really nice to use to check answers or to see the steps on how to use the app," Anderson said.

Let's be honest: many kids cheat anyway, and an app which solves math problems automatically won't make this problem worse

STEPHANIE VERGARA
MATH LECTURER

At the moment, PhotoMath is only available on the iTunes app store and will be available on Android in early 2015.

In a blog post, MicroBlink responded to the criticisms about promoting cheating.

"Most about PhotoMath focus on its use as a cheating tool. Let's be honest: many kids cheat anyway, and an app which solves math problems automatically won't make this problem worse," the blog post said.

Dan Goldston, a math professor at SJSU who teaches calculus and functional analysis, said he hasn't seen any students using the app because his courses are more advanced.

"Both of my daughters in 10th and 12th grade already know about it and tried it. It is pretty lousy at the moment, unable to solve really simple things," Goldston said.

Goldston said it can't solve equations like " $x+2=x$ " or " $x-2=\text{squareroot}(x)$," but it can solve things like " $x+2=2x$."

There are similar mobile apps that computes the same equations and far more advanced problems, but it requires more time and work, making it more difficult to cheat.

"Wolfram Alpha provides the same information, but you have to enter the equation into your cellphone" Goldston said. "(PhotoMath) looks like a pretty handy way to cheat on a test, at least in a remedial algebra course."

Wolfram Alpha costs \$2.99 on the app store, whereas PhotoMath is free.

"This will probably encourage learning for those interested in learning, and discourage learning in those not interested in learning. Teachers can encourage interest, but we don't know much about how to create it," Goldston said.

Samuel Brannan is a Spartan Daily staff writer.

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Fragmented downtown buildings depicted in Leyla Cardenas’ ‘Scarcity’

By LAUREN HERNANDEZ
@LaurenPorFavor

Images of crumbling Downtown San Jose buildings adorn the Institute of Contemporary Art’s Focus Gallery’s walls.

Colombian artist Leyla Cardenas opened her first Bay Area exhibit titled “Scarcity” last Friday night, which included a massive installation depicting a fragmented First Street in downtown and sculptural pieces from her “Hole” series.

“Scarcity is a play on words meaning ‘Scar city,’” Cardenas said in an email. “The scars, voids, and transformations of a place that you can see or not (see) in San Jose on the one hand and on the other (hand)

scarcity refers to a lack of something.”

Gallery administrator Sarah Dragovich said Cardenas is known for her site-specific installations, which means she tailors each show in the city in which she exhibits.

“She went to the archives at San Jose State library and used the collections from the California Room,” Dragovich said. “She found the individual images that she wanted to use for First Street because that’s not one image — she created this whole scene.”

“Scarcity” runs the length of the Focus Gallery and depicts antiquated black and white prints of various buildings in downtown, including the California Theatre and a train track that runs through the middle of the installation.

“Buildings and architecture can tell a lot about the history of a place and its political, economical and cultural tensions, dimensions and contexts,” Cardenas said.

Cardenas printed the old photos using the institute’s high-resolution Epson printer, created massive sheets of plaster onto metal sheets, transferred the images onto the plaster and broke the plaster into countless pieces.

The pieces were then affixed onto the gallery’s pristine walls and arranged in a way that gave the illusion of buildings falling apart with some pieces scattered on the ground.

Santa Clara resident Heather Robinson said she was fascinated by the downtown depiction.

“It really impacted me

emotionally to see the destruction coming alive in the space,” Robinson said.

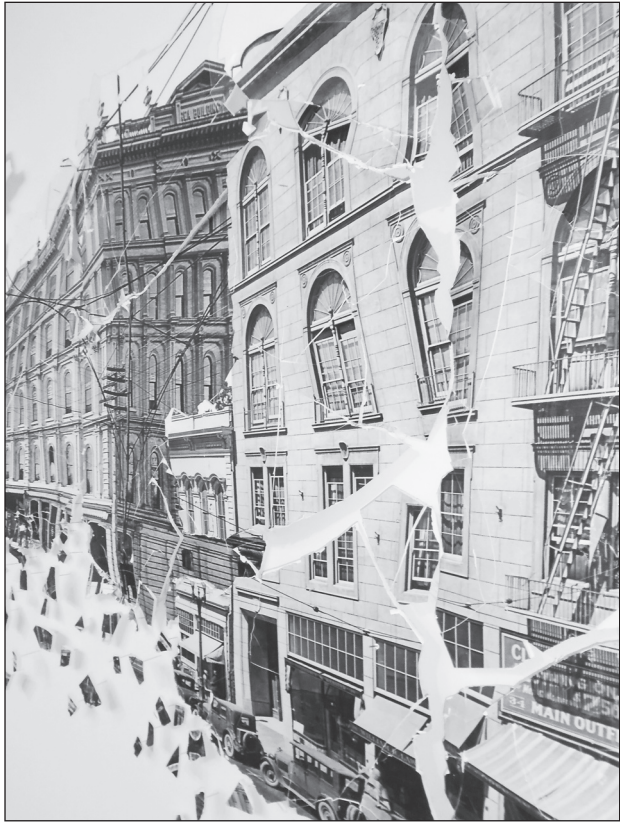
Ruby Caballero, a Michoacán, Mexico resident said she thought the work was even more amazing once she learned the buildings depicted in the installation were located in downtown.

“I think it’s amazing, all the time and effort she put on the little details,” Caballero said.

Cardenas spent four hours every day during the past two weeks creating the installation.

She finished two hours before her opening reception began.

“She came with nothing from Colombia and made everything here in the gallery,” Dragovich said. “It was definitely made site-specific and for the space.”



Lauren Hernandez | Spartan Daily
Colombian artist Leyla Cardenas’ “Scarcity,” a depiction of crumbling downtown buildings, is exhibited at San Jose Institute of Contemporary Art.

ones that have been around for generations and it’s many uses and appropriations,” Cardenas said.

Hartwig also enjoyed the 3-D illusion in Cardenas’ “Holes” illustrations, which depicted fragmented buildings created by sumi ink on five layers of parchment paper.

“I have never seen anything like this,” Hartwig said. “It’s very interesting with the bold dark lines, this unique perspective on broken down buildings, just cracking and the aging process.”

The installation is a reflection of the “past and a contemplation of the present,” according to Cardenas’ artist statement.

San Jose resident David Rosenkranz said his first impression of the work made him think of about the end of

time and how life transforms.

“It’s almost like she’s depicting that by showing that it’s falling apart,” Rosenkranz said. “I think that’s kind of cool because it definitely is falling apart.”

The illusion of buildings falling apart is depicted by fragments of plaster board scattered onto the gallery concrete, creating a wave-like motion of plaster slabs starting from the ceiling and spilling onto the ground.

Folsom resident Cayleigh Webber said the work made her perceive downtown differently.

“That definitely puts perspective walking up and down the street here and taking a look at the buildings a little bit differently,” Webber said.

Lauren Hernandez is a Spartan Daily staff writer.



SPARTAN DAILY STORY UPDATE

AFK Gamer Lounge announces opening date

SAMSON SO
@samsonso426

Gamers, get your buttons ready because San Jose’s AFK Gamer Lounge is set to open doors Dec. 5.

Created by two San Jose State graduates, AFK Gamer Lounge hopes to bridge the gap of a social setting with the growing gaming community.

“We’re putting together a place to meet, a place to play and with the new eSports, a place to compete,” said co-founder Kevin Wick. “That’s the big thing, and we’re going to be the first to do it.”

The AFK Gamer Lounge will feature a home for competitive online gamers to play and socialize in the same setting.

Lounge manager David Faria gave a brief look at what visitors can expect.

“There’s going to be computers connected to each other and where everyone can play games,” Faria said. “Think of it as a social gaming environment, packed in with a broadcasting unit so that we can host our own tournaments online.”

The outer areas will cater to the social aspect, including casual console gaming, DJ’s and musicians. Faria also mentioned possibilities for a retail area and cosplay events.

The lounge is still in the process of reconstruction. Most of the older Victorian-style furniture featured in the previous business was removed to make room for a futuristic, technol-

ogy themed design.

“We’ve already ordered a lot of the things that will be going into the main lounge area, including the LED lighting that gives the place a ‘Tron Legacy’ kind of feel,” Faria said.

Faria added that the lighting is especially important since it changes and customizes the ambiance of the room.

Construction hasn’t started yet, but most of the orders for the designs have been made for the scheduled soft opening in the last week of November.

The lounge was able to host one of its first viewing events.

“We had a viewing party a few weeks ago for a League of Legends tournament and we sold about 270 tickets,” Faria said. “We threw up a 9-foot-by-12-foot LCD screen for the event, and while that was happening, Kevin was giving tours of our place.”

Faria emphasized starting a business from scratch isn’t all fun and games. It can be very stressful he said.

For the viewing party, Faria and Wick spent five hours to move more than 200 chairs to the viewing area across the street, which Faria jokingly calls the “Great Chair Migration.”

The team has also been looking for staff.

“We’ve been having interviews on positions every day of the week, with almost eight hours of interviews last Monday” Faria said. “We’re looking to hire about 49 people since it

qualifies under the small business category.”

Dillon Hagerty, a senior sociology major, has already been hired as a barback for the lounge.

“It’s going to be pretty hectic during the opening, but at the same time it’s going to be a lot of fun,” said Hagerty, who is also involved with the SJSU competitive video gaming club on campus. “People here at the Spartan Starleague will be there.”

The rest of the day is spent talking with sponsors, the designers and the construction and electrician team.

The team members are extremely optimistic for their future as the opening date nears.

The AFK Gamer Lounge crew recently received approval for the expedition of its Conditional Use Permit (CUP) from San Jose’s City Hall, which allows them privileges such as opening late and ensure the lounge opens on schedule.

With the opening coming soon, the AFK Gamer Lounge looks to future possibilities for the business.

“We hope to open for SAP Intel’s Extreme Masters tournament, which is a huge tournament for League of Legends and Starcraft,” Faria said.

The tournament is hosted at the SAP Center on Dec. 6-7 and will hopefully bring business to the AFK Gamer Lounge as a place to hang out and watch the competition.

Samson So is a Spartan Daily staff writer.

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Game Dev Club helps students make their own video games

BY LAUREN HERNANDEZ
@LaurenPorFavor



San Jose State's Game Development Club is a haven to video game enthusiasts, prospective game developers and people who want to take part in a fun social setting, according to club president Angelica Cabanlit.

Every semester, members take part in developing a video game of their own with small groups to exhibit them for the community to play and provide feedback.

"If you like video games and you want to learn, we teach you and every level is welcome," Cabanlit said.

Last year, the club gained so much popularity it had to relocate from the art building to the Mezzanine in Martin Luther King, Jr. Library.

Cabanlit said up to 80 people attend meetings "on a good night" and fill up every table in the room, which can result in noisy chatter.

Teresa Slobuski, liaison for the learning games consortia on campus, said the clubs Fall welcome meeting was one of the largest meetings the club has hosted in its history.

"We really fill up the space which is really great to see the new space being used," Slobuski said. "It seems like gamer culture isn't leaving this campus anytime soon."

This year, 15 groups are working on developing 50 games total, according to Cabanlit.

"You make a game a semester, so you meet with other artists, storyboarders and programmers to make a game," Cabanlit said.

Upon completion, groups share games with the community in December to get feedback on how to improve each project.

Members use Unreal Engine, a standard industry engine to create the video games, but Cabanlit said the most important aspect in development is understanding the limitations of creating a game.

"You have to keep making mistakes in order to get something perfected," Cabanlit said. "Video game development is not a product – it's a process."

Junior psychology major, Jonathan Neel said he set the bar low for the game he is creating this semester because his partner Nick Redman is new to game development.

"We're making a game preliminarily



Game Dev Club members in game and anime-inspired costumes play an online videogame during the Halloween Party on Oct. 30.

called 'Scatter Bug,'" Neel said. "The goal is to get from point A to point B before you get squashed. You play as a cockroach."

Nick Redman, a senior computer science major, said he joined the club because he plays a lot of video games and thought it would be interesting to take the next step and learn how to develop them.

"It's easy for me to gradually chip away at something," Redman said. "This semester, since it's been focused on one project, it's been a lot easier making gradual progress."

Neel and Redman both hosted a live stream at the club's first Extra Life 24 Hour Charity Stream on Oct. 23 and Oct. 24 at Martin Luther King, Jr., Library.

The library's second floor was home to more than 50 attendees which offered a live streaming room, a gaming room and a sleeping room stocked with blankets for members who wanted to catch a nap.

Some attendees did not use the sleeping room, including member Erin Gunderud.

"I've been playing video games the whole time," Gunderud said during the charity event. "I'm going to spend the rest of the time playing video games."

Attendees played video games in Room 215, where a smorgasbord of coffee, bagels, juice, cookies, Top Ramen and a seemingly endless supply of pizza awaited.

More than 30 attendees hunched over their computers on the second day of the event while others took turns hosting live stream games every hour.

The club established benchmarks for raising money, first starting at \$100, \$300, \$500 and then \$750. By the end of the 24-hour period, the club raised \$1,000 for the Oakland Children's Hospital.

Money was raised through PayPal and was immediately bestowed to the children's hospital, according to Cabanlit.

"I want (attendees) to walk away inspired to do this again," Cabanlit said. "I want to do this again, maybe next semester."

Neel said he had fun live streaming a game and thought it was great way to raise money for a cause.

Slobuski said she hoped attendees walked away from the charity event feeling accomplished about their contribution to the community.

"I hope they walk away having fun and that it's an event that they can remember 20 years from now, like 'oh remember that crazy thing we did in college?'" Slobuski said. "We helped the children's hospital, but we just played games."

The Game Dev Club meets every Thursday in the Mezzanine in Martin Luther King, Jr. Library from 7:30 p.m. to 9:30 p.m. For those interested in playing the games developed, the club will host a gaming event in December. Visit <http://sjsugamedev.com> for more information.

Check spartandaily.com for video. Lauren Hernandez is a Spartan Daily staff writer.

Classifieds

11/19/14

Sudoku Puzzle

Crossword Puzzle

For Rent

Complete the grid so that every row, column and 3x3 box contains every digit from 1 to 9 inclusively

4			6	2									
	5			1		3							
6	9			3		4							
7	6				1								
	1	9				2	6						
			3					1	7				
		4		9				3	5				
		5		8				7					
			5	3						2			

DIFFICULTY RATING: ★★☆☆☆

Previous solutions

1	2	9	5	7	4	8	3	6					
8	7	6	9	3	2	4	5	1					
4	3	5	8	6	1	2	9	7					
7	5	3	4	8	6	1	2	9					
6	9	4	2	1	3	5	7	8					
2	1	8	7	9	5	3	6	4					
9	6	2	3	4	8	7	1	5					
3	4	1	6	5	7	9	8	2					
5	8	7	1	2	9	6	4	3					

Nov 18

1	2	3	4	5	6	7	8	9	10	11	12	13
O	V	O	L	O		U	N	P	E	R	G	D
A	C	E	B	Y	S	T	O	R	M		U	S
A	G	I	N	S		T	R	E	F		A	B
R	O	S		G	O	L	D		U	S	H	
A	R	Y	A	N		R	A	T	S		O	R
B	E	A	M		H	E	L	O	T		U	S
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T	E	L		A	D	I	E	U				
E	R	E		Y	A	R	D	S		O	S	H

ACROSS

1 French Sudan, today

5 Dutch shoe

10 Like many a cellar

14 Oscar nominee Clive

15 Former

16 "An apple ..."

17 Thoroughly

20 Parkinson's drug

21 What a wedding planner needs

22 Soul singer Redding

25 Some sports cars, for short

26 Ever

30 Muss up, as clothing

33 Concerning birth

34 Heed

35 Airport

38 X-ray agcy.

42 What a plane may come down with

43 Metric measurement, briefly

44 Bud Grace comic strip

45 Like a patchwork quilt

47 Members of the mil.

48 Sarah of politics

51 Some breads

53 Modified

56 Air freshener outputs

60 Better than fantastic

64 Marine eagle

65 Unsophisticated

66 Knitting need

67 Scholarship criterion

68 Church assembly

69 Duel tool

7 It may be boring

8 Cries at fireworks

9 Orchard part

10 Dilly-dally

11 Turn ear (refuse to listen)

12 Island south of Sicily

13 Mayberry's Goober and Gomer

18 Mission to the moon

19 And others, for short

23 Like some humor

24 Less obvious

26 Nay sayer

27 Fancy shooting marbles

28 Nuclear energy source

29 Napkin's place

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Competitive gaming club makes case to become new sport

By **SAMSON SO**
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daily
video

In an era where sports media remains an extremely popular medium, eSports has gained mainstream attention.

San Jose State's competitive gaming club, Spartan Starleague, continues to draw attention through its competitive League of Legends crew.

Created in 2010 by junior computer science major Kevin Tyrrell and three other students, the Spartan Starleague has grown steadily due to an expanding League of Legends community at SJSU.

According to the creators of Riot Games, League of Legends is one of the fastest rising, free-to-play multiplayer online games of this generation, drawing almost 27 million people playing daily.

Junior marketing major, Alex Esposito, spoke of the games intricate gameplay design.

"As a multiplayer online battle arena game, there are 10 players on a map. There's five on each team and what the players want to do is try to destroy the other base," Esposito said. "Each base is layered by turrets and inhibitors that need to be destroyed, so players will take down these towers in different phases of the game."

While the goal is rather simple, teams of ten spend days strategizing how to approach a map, scouting certain opponents and which sections to focus on at a certain time.

Preparation also involves determining the gameplay of which "lanes" to target and addressing the neutral points on the map that will help the team.

"With the popularity that eSports is getting, especially on college campuses, companies are really pushing the competitive side to it," Esposito said. "When you add prizes to them, you have a solid foundation."

The team is competitive and has attended several tournaments in the past.

"We've gone to Major League Gaming Anaheim in 2011, which is a great place for semi-pro and pro players to compete," Tyrrell said. "We've also had tournaments in San Francisco and Davis."

According to Tyrrell, the League of Legends team is 5-1 against other colleges in the Competitive StarLeague, which is the league that spans across all of North America.



Samson So | Spartan Daily

The Spartan Starleague, a competitive gaming club at San Jose State, meets in the Engineering Building to play online games with each other last Friday. The club plays different games such as League of Legends, Hearthstone, Defense of the Ancients 2 and Starcraft.

The league is split into 16 teams per division, where teams compete for prize pools.

The League of Legends team earned second place out of all the North American collegiate teams last year.

As the community grows, many of the members have found that the competitive edge to the game has created a new sport.

Tyrrell spoke of how eSports has changed the ideal definition of sports.

"One of our players in the group has asked me to ask the school to get the club recognized as an actual sport," Tyrrell said. "Other schools have done it, where it has worked, and they're actually getting funding from the school for equipment."

Robert Morris University in Illinois was the first college to offer athletic scholarships to video game players.

The school also paid for classrooms worth \$100,000 for players to practice.

Senior computer science major Joey Matteucci spoke of the similarities between eSports and athletic preparation.

"It's not as structured as an actual sports practice, especially since we don't meet up," Matteucci said. "We'll try out the different strategies online and later we'll discuss some of the things that went on, especially things that we did wrong, and hopefully we can fix them before the next game."

Matteucci said the different champions are similar to the different positions on sports teams.

"On the basketball court, you'll have your point guard and your post player, and in LoL, you'll have your 'laners' from top to bottom," Matteucci said. "Based on how good one of those players is, we can figure out ways to deal with it. It's a little bit different from an actual sport strategy wise, but you do the same things to prepare."

Undeclared junior Kenneth Tang, who plays the support role for the team, explained how eSports compares to sports during the offseason.

"The offseason started about two to three weeks ago and we're already seeing teams talk about buying out other players and who is go-

ing to what roster," Tang said. "People are really closely paying attention to how teams are forming out for the season."

Both Matteucci and Tang said they believe communication in online gaming is very important.

"A lot of our team synergy was based on how much we played together and figuring out each others' playing styles," Matteucci said. "We were able to build communication and trust so that we won't make too many mistakes."

While online gaming does not require much physical activity other than clicking a mouse and keyboard, Tyrrell said games such as League of Legends have already broken the status quo of sports media.

"Right now, eSports is trying to push into mainstream media and I think the easier question is what do they share in common other than the physical part," Tyrrell said. "On ESPN3, Starcraft and League of Legends got an hour of primetime set up where they showed some tournaments."

Samson So is a Spartan Daily staff writer.

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Spartan Dragon Boat rows in 2,000 years of tradition to SJSU

By **KRISTEN WIRTZ**
@KristenWirtz2

The Spartan Dragon Boat Club is a racing team started in 2011 by senior Dave Zheng to promote the world's fastest growing water sport.

Dragon Boat Racing is a canoeing sport that originated in Southern China.

Twenty paddlers, one drummer and one steerer occupy a racing canoe during competitions.

Zheng, the president of Spartan Dragon Boat, began the club's team at San Jose State after doing the sport in high school.

Originally, only his group of friends were members of the team, but over the past three years, the club has grown to 35 to 45 members.

"I enjoy the spirit we all have — we have developed a little family," said Katja Hall, paddler and junior electrical engineering major.

The team practices five days a week on both land and water.

Land practices involve strength training, where members are seen on campus doing timed laps, stairs, push-ups and more, while concentrating on team building.

The water practices are in Los Gatos, where paddlers take turns racing on the lake and developing new techniques.

"United 23 hosts clinics in San Francisco where we learn new techniques [for rowing]," Zheng said.

The team also watches YouTube tutorials to develop the ever-changing techniques other paddlers are using.

The Spartan Dragon Boat



Courtesy of Dave Zheng

The Spartan Dragon Boat Club team stretches before the weekend water practice in Los Gatos.

Club has competed in four races since 2013.

The club won first place in its division for one of the races and won best time in another.

Junior computer science major Gordon Liange said every time he races, he gets a euphoric rush that keeps him going.

Liange said anyone can learn with practice and dedication.

Hall said when she decided to join the team she had never done the sport before or knew anyone who had, but after about a month of practice she had the basics down.

Not only has the sport provided a great way of keeping members fit, there is also a great social aspect to the sport.

According to Hall, during gender race competitions, sometimes there aren't enough girls on the boat, so they have to recruit from another team to make up enough paddlers for the race.

"We try to help each other out during the races," Hall said.

After each race, the team has a debrief discussing what was done right or how they can improve for the next race.

It can be an emotional time after races, but team members are always there for support.

"If someone runs into a problem, someone else is always there to help," Hall said.

Dragon Boat Racing is a great sport for the members to build a social community with one another, provide motivation to each other and have fun while remaining healthy.

The team goes through the recruitment process each semester during club days.

Anyone can join whether they have experience or not.

At the end of November, the team will open up the club again for anyone to attend practices and see if they are interested in joining the team.

Kristen Wirtz is a Spartan Daily staff writer.